Trade and Industrial Education
Course: Programming and Logic
Course Code # 5780
1 Credit

School Year _____

Term:____Fall____Spring

Student:	Grade:
Teacher:	School:
Number of Competencies in Course:	**14**
Number of Competencies Mastered:	
Percent of Competencies Mastered:	

STANDARD 1.0: Students will demonstrate leadership, citizenship, and teamwork skills required for success in the school, community, and workplace.

Learning Expectations	Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
1.1	Exhibit positive leadership skills.		
1.2	Participate in SkillsUSA-VICA as an integral part of classroom instruction.		
1.3	Assess situations and apply problem-solving and decision-making skills to particular client relations in the community, and workplace.		
1.4	Demonstrate the ability to work cooperatively with others in a professional setting.		

STANDARD 2.0: Students will analyze problem statements.

Learning Expectations	Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
2.1	Analyze problem statements.		
2.2	Express the essence of problem statements.		

STANDARD 3.0: Students will solve problem statements.

Learning Expectations	Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
3.1	Express problem statements clearly.		
3.2	Solve problem statements.		

STANDARD 4.0: Students will use computer processes and features to implement algorithms to solve problems.

Learning Expectations	Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
4.1	Perform the steps required of an algorithms.		
4.2	Use computer processes and features for problem solving.		

STANDARD 5.0: Students will create computer instructions to resolve logical and user errors.

Learning Expectations	Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
5.1	Trap logical errors in a program.		
5.2	Discover the limitations of number representation in a computer.		

STANDARD 6.0: Students will design a simple computer application to meet the requirements of a given context.

Learning Expectations	Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
6.1	Assess the needs of users.		
6.2	Design a program to meet the requirements of users.		

Additional Comments _____